

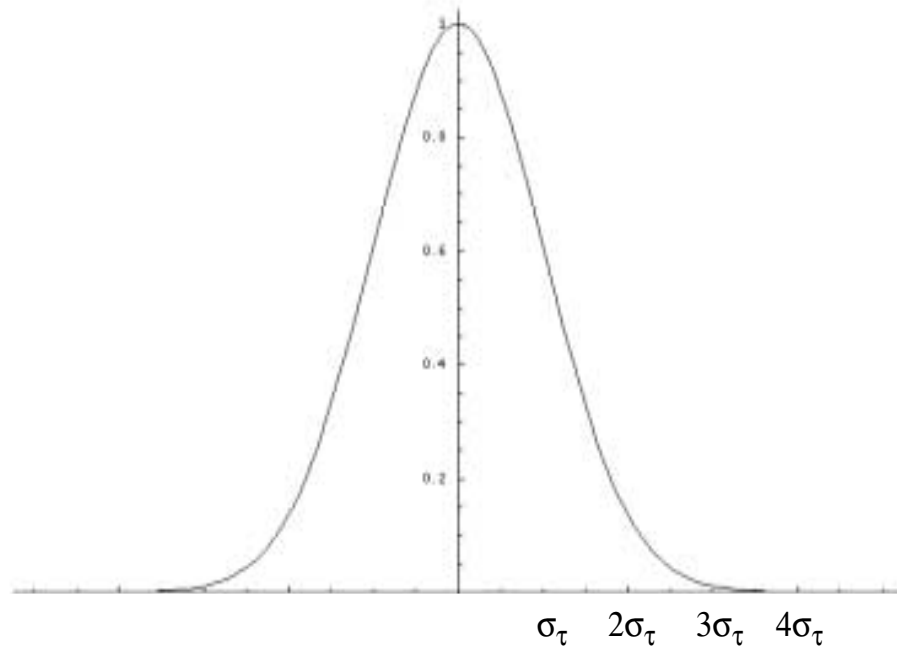
Time

Bunch structure

Time Scales

Instrumentation

Bunch Length σ_τ



Source Type	σ_τ
Storage Rings	10's of picoseconds
UV SASE FEL *	< 1 ps
X-ray FEL *	10's of femtoseconds
Energy recovery linacs *	100 fs - few ps

* Linac-based sources generate very non-Gaussian bunches

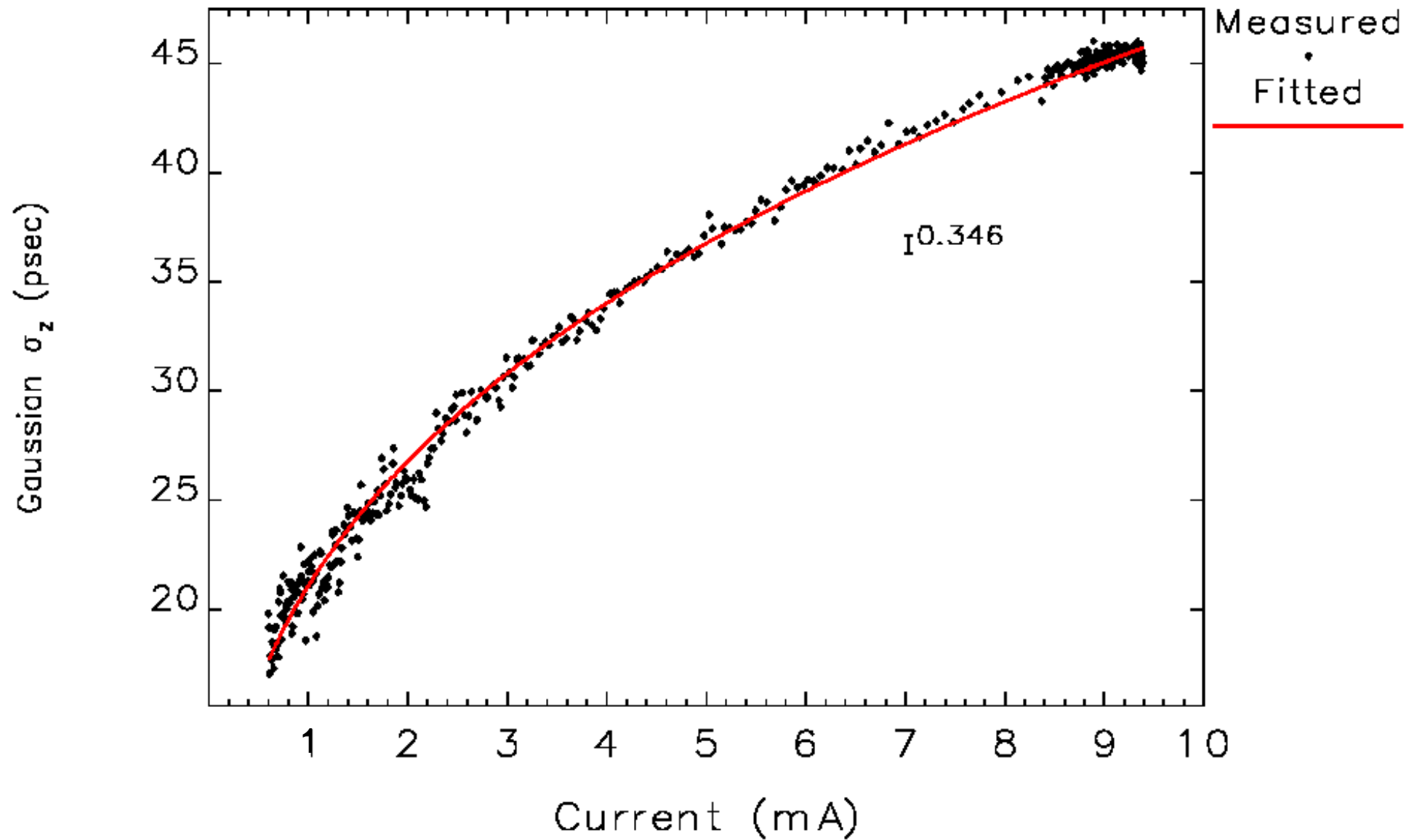
Equilibrium Zero-current bunch length - storage ring

$$\sigma_\tau = \left\{ 2 \pi \alpha h E / \omega_{\text{RF}}^2 \cos \phi_s e V_{\text{RF}} \right\}^{1/2} \sigma_E$$

α = momentum compaction
 h = harmonic number = $f_{\text{rf}} / f_{\text{rev}}$
 E = Energy
 $\omega_{\text{RF}} = 2 \pi f_{\text{rf}}$

ϕ_s = Synchronous phase
 V_{RF} = RF voltage
 σ_E = Energy spread,
 (proportional to energy)

APS Bunch Length Data



Time Scales for Modern Storage Ring - Based Light Sources

	APS	SPEAR-3	SRC - Aladdin	NSLS UV ring
Beam Energy	7 GeV	3 GeV	1.0 GeV	750 MeV
RF Period	2.84 ns	2.10 ns	19.8 ns	18.9 ns
Circumference L	1104 meters	234 meters	88.9 meters	51 meters
Revolution period T_{rev}	3683 ns	781 ns	297 ns	170 ns
Harmonic number h	$1296 = 2^4 3^4$	372	15	9
RF Frequency f_{RF}	352 MHz	476 MHz	50.582 MHz	53 MHz
Revolution freq. f_{rev}	271 kHz	1.28 MHz	3.37 MHz	5.88 MHz
Bunch Length σ_t	35 ps	19 ps	479 ps	162 - 500 ps

$$f_{\text{rev}} = c / L$$

$$T_{\text{rev}} = L / c$$

$$c = 2.9979 \times 10^8 \text{ m / s}$$

h = Harmonic number

= Maximum number of bunches

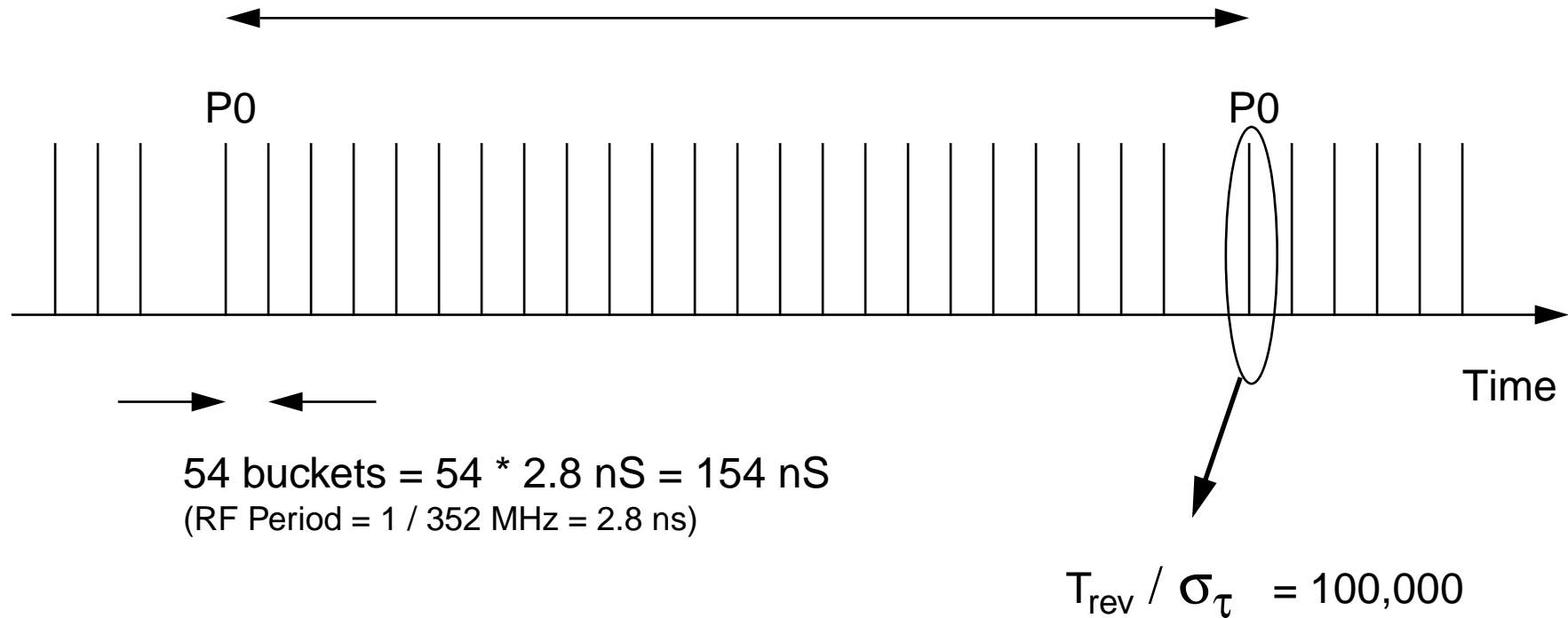
$$= f_{\text{RF}} / f_{\text{rev}}$$

$$\text{RF Period} = 1 / f_{\text{RF}}$$

= Minimum bunch spacing

APS 24 -1 Singlets Fill Pattern

Revolution period = 3.68 microseconds = 1296 buckets



Comparison of Time Scales for Different Light Source Technologies

	APS	LCLS	TESLA	ERL
Beam Energy	7 GeV	15 GeV	25 GeV	5.3 GeV
RF Period	2841 ps	350 ps	769 ps	769 ps
Pulse Rep. Period	11 - 154 ns	8.3 milliseconds	17.7 μ s**	769 ps
Bunch Length FWHM	73 ps	230 femtosec.	90 femtosec.	300 femtosec.
RF Frequency	352 MHz	2856 MHz	1300 MHz*	1300 MHz*
Pulse Rep. Frequency	6.5 - 88 MHz	120 Hz	56575	1300 MHz
Charge / pulse	14 nC	1 nC	1 nC	8 - 77 pC
Average Current	100 mA	72 nanoAmps	63 microAmps	10 - 100 mA

* Superconducting RF

** 11315 buckets * 93 nsec * 1 nC Bunch Trains * 5 Hz

http://erl.chess.cornell.edu/papers/ERL_Study.pdf

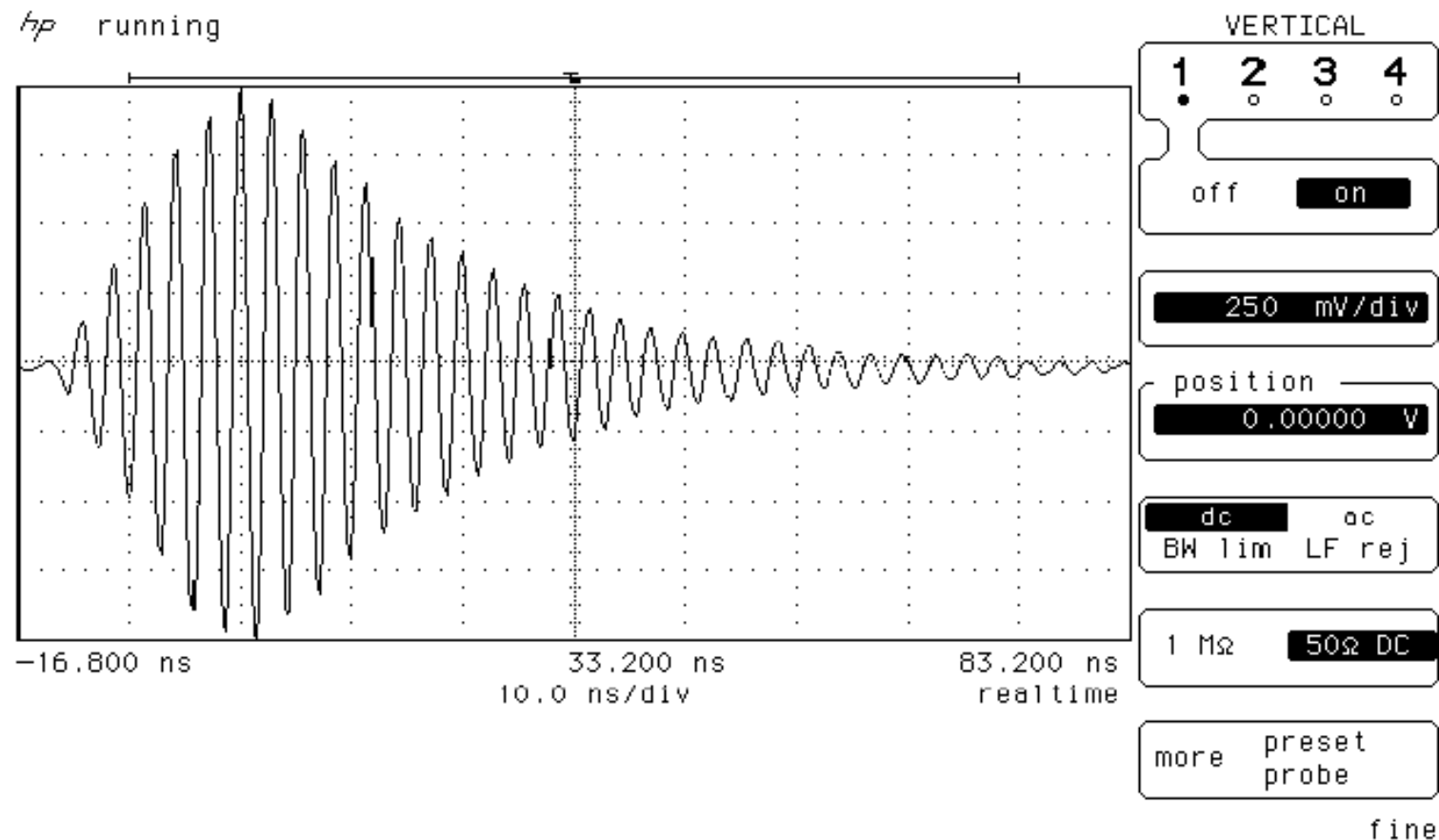
Oscilloscopes

Specifications



Analog Bandwidth up to > 6 GHz
Sample Rate up to 20 GS / sec
Sub-ps jitter, rise time
Common PC / windows operating systems
Most often use 8-bit resolution
Some units provide convenient interface to network.

Cavity filters with 6 bunches @ 1.67 ma/bunch sum input



Transient Digitizers

Trade off speed for resolution - 14 vs. 8 bits for typical fast oscilloscope

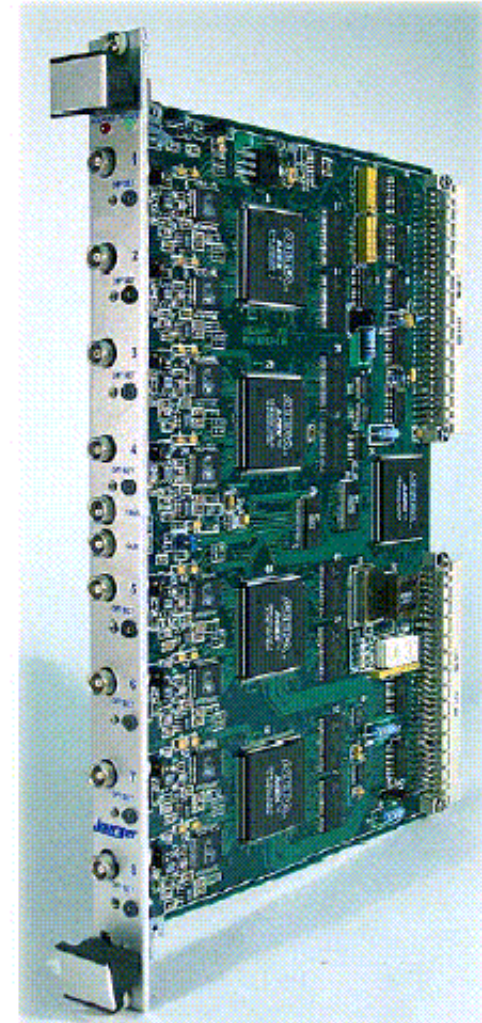
Usually requires additional digital signal processor plus competent programmer

Special-purpose digital radios available with a lot of on-board firmware.

EIGHT CHANNEL, 80 MHZ, 14 BIT "VME" ANALOG DIGITIZER WITH OSCILLOSCOPE CHARACTERISTICS

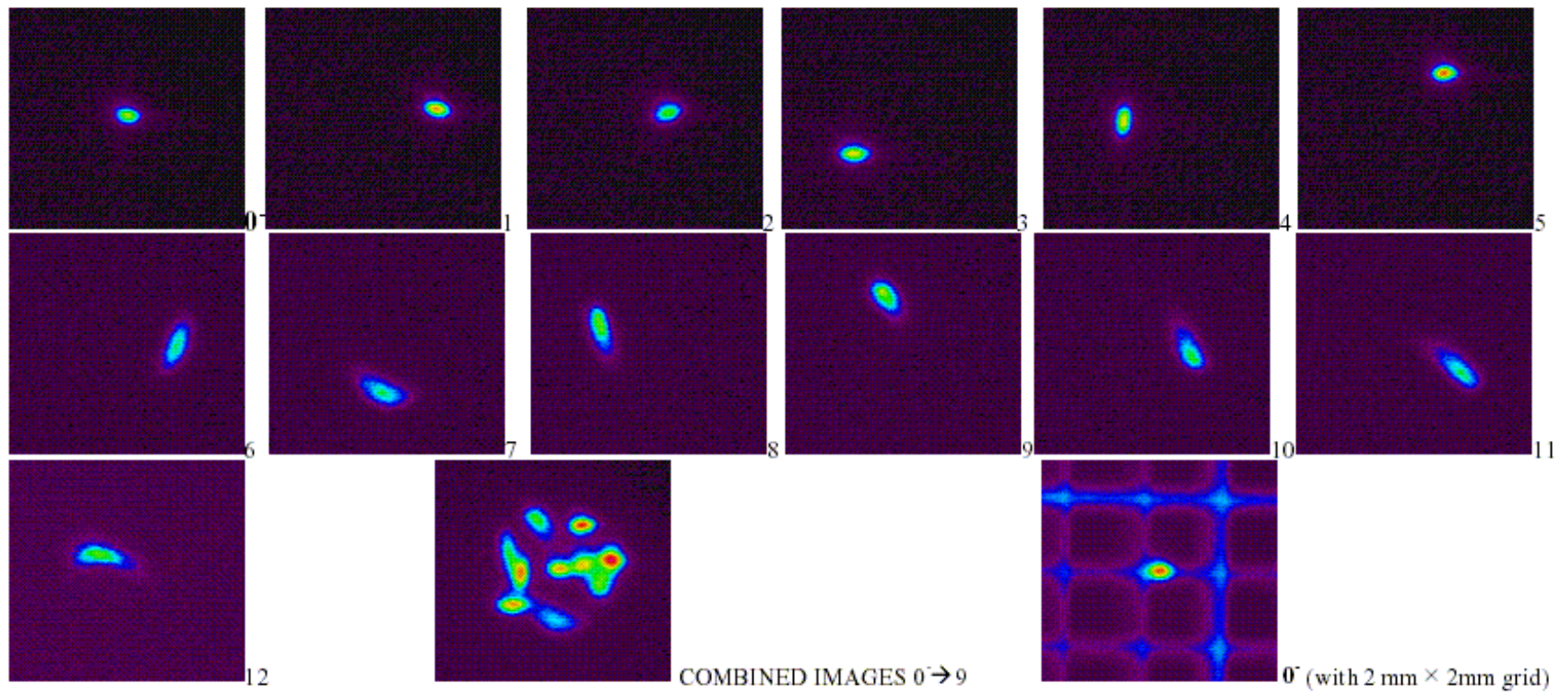
FEATURES:

- 1, 2, 4 OR 8 INDIVIDUAL CHANNELS
- 80 MHZ CLOCK SPEED
- 14 BIT RESOLUTION PLUS SIGNAL AVERAGING FOR IMPROVED SNR
- "OSCILLOSCOPE" TYPE INPUTS FEATURING:
 - HIGH INPUT IMPEDANCE, 10 M Ω 's
 - FULL SCALE OFFSET CONTROL
 - SINGLE ENDED OR DIFFERENTIAL INPUTS
 - WIDE INPUT BANDWIDTH FOR GOOD WAVEFORM TRACKING
- 256K SAMPLES OF SRAM PER CHANNEL, 2M SAMPLES TOTAL
- CHANNELS CAN BE READ AT ANY TIME PROVIDING:
 - SIGNAL MONITORING
 - OFFSET ADJUST AND TEST
 - GAIN TESTING
- READ OUT OF MODULE TYPE AND IT'S SERIAL NUMBER
- RECORDING MODES:
 - POST TRIGGER
 - MULTIPLE POST TRIGGER
 - PRE/POST TRIGGER
 - MULTIPLE PRE/POST TRIGGER
- GLOBAL COMMANDS FOR MULTIPLE MODULE OPERATION
- ALL TRIGGER ADDRESSES STORED
- REAL TIME TRIGGER ARRIVAL STORED
- TRIGGER COUNTER PROVIDED
- NUMBER OF EVENTS REGISTER
- INDIVIDUAL FILTERING OF EACH CHANNELS
- POWER AND GROUND
- HIGH NOISE IMMUNITY AND LOW CHANNEL CROSSTALK



Injection Transient

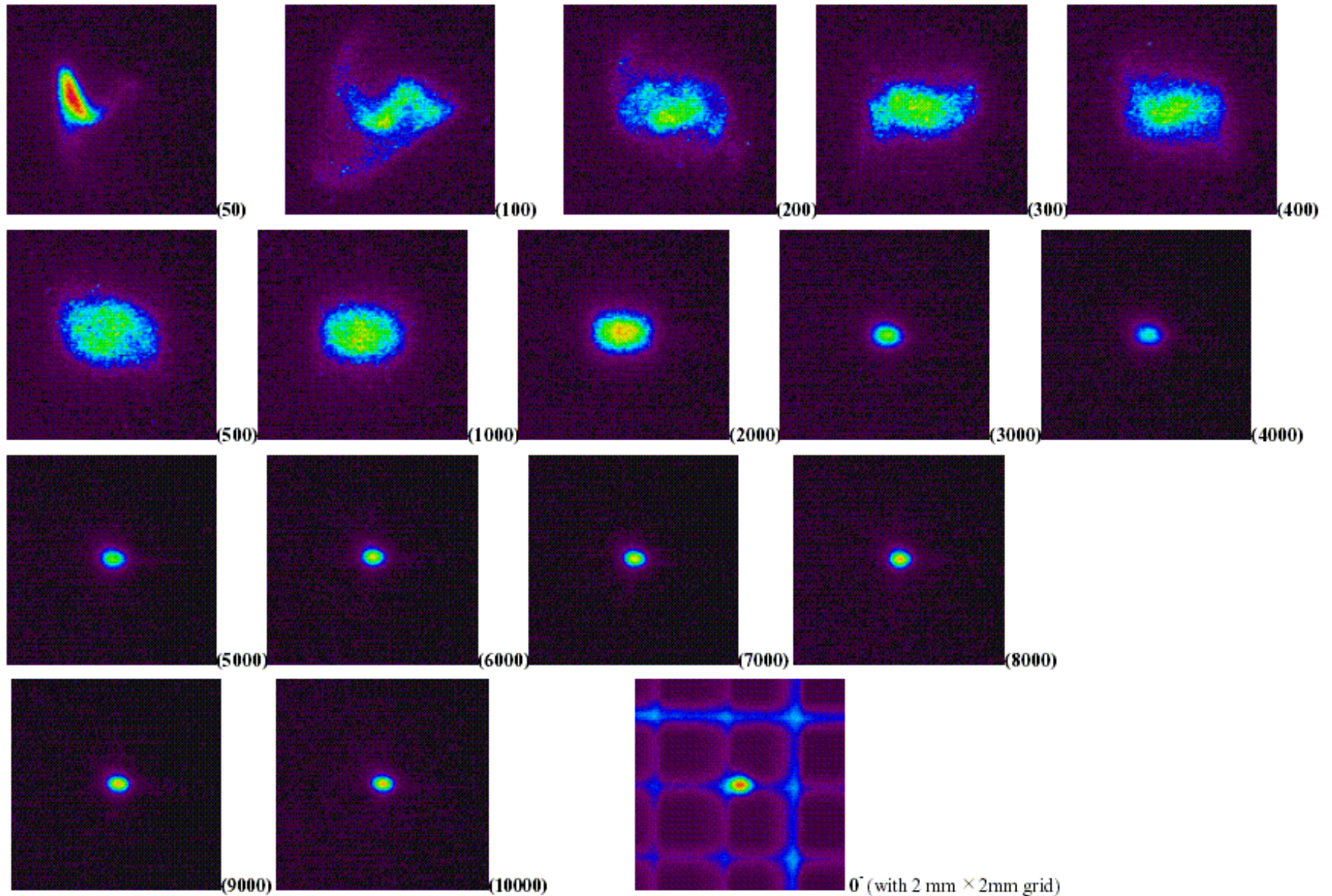
Gated camera single turn images (1/19/98)



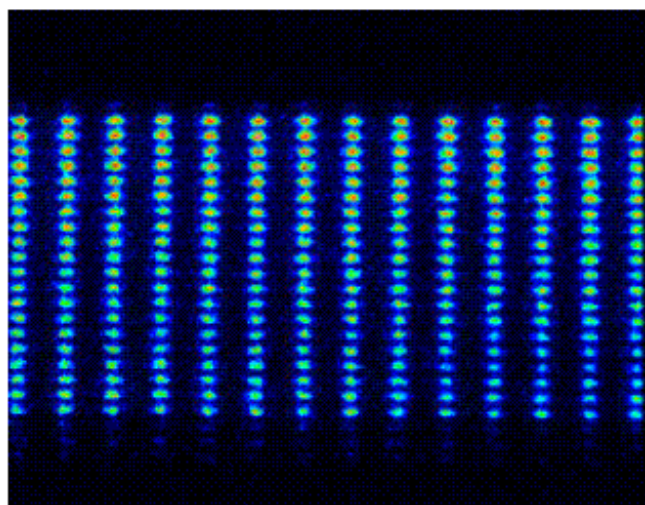
Turn after injection

Transverse Damping

Gated camera single turn images (1/19/98)

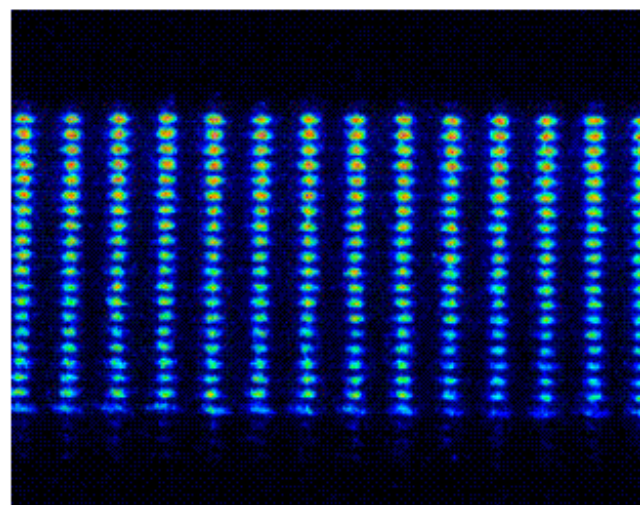


Streak Camera Image of Bunch Train Instability

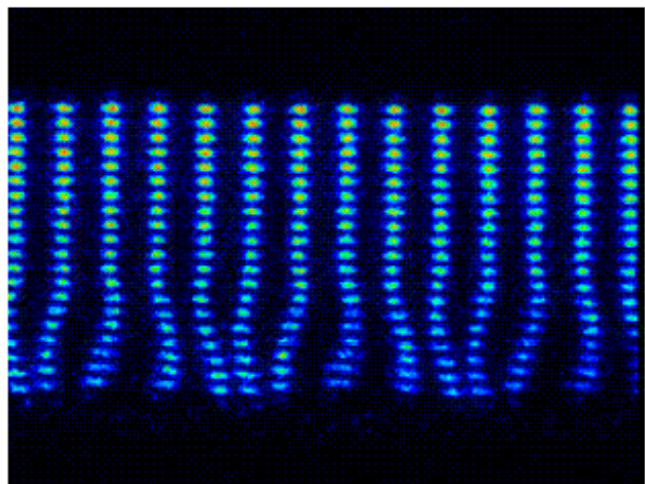


(A) $\xi_x = \xi_0$ (Chromaticity)

Time
x

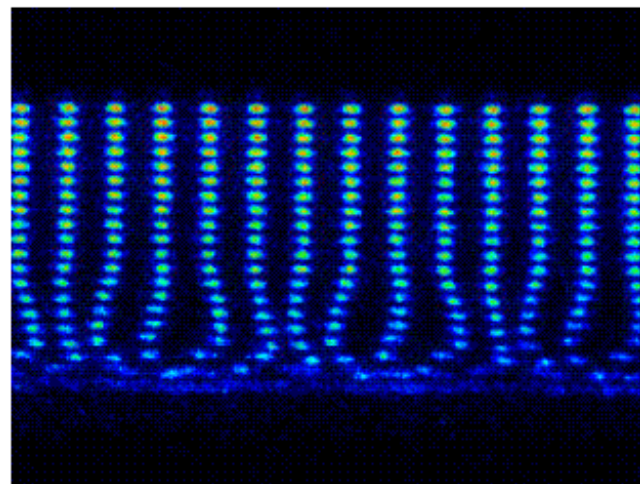


(B) $\xi_x = \xi_0 - 3.0$



(C) $\xi_x = \xi_0 - 4.8$

One Turn



(D) $\xi_x = \xi_0 - 5.2$